

**Amendments to the Claims**

Please cancel Claims 11-12, 16, 20, 30-31, 35, 49-50, 54 and 62. Please amend Claims 1, 13-15, 17-19, 21-22, 24-29, 32-34, 36-39, 51-53, 55-57, 63 and 65-67. The Claim Listing below will replace all prior versions of the claims in the application:

**Claim Listing**

1. (Currently amended) A method for interacting with a client in a distributed computing environment having a plurality of computing nodes interconnected to form a cluster, the method comprising:
  - providing means for connecting a client to a master node of the cluster;
  - providing means for associating a message list to the client on the master node;
  - providing means for performing tasks for the client on a plurality of nodes of the cluster;
  - providing means for detecting an event while performing one of the tasks;
  - using means for storing, storing a message on the message list descriptive of the detected event; and
  - using message communication means, communicating the message to the client.
2. (Original) The method of Claim 1 wherein the event is detected on a node different from the master node.
3. (Original) The method of Claim 1 further comprising, on the master node, establishing an object unique to the client for interfacing with the client.
4. (Original) The method of Claim 3 wherein the object is accessible across the cluster.
5. (Original) The method of Claim 1 wherein communicating comprises formatting a message code into a message string.
6. (Original) The method of Claim 1 wherein storing comprises formatting a message code into a message string.

7. (Original) The method of Claim 1 further comprising structuring the message list as a stack.
8. (Original) The method of Claim 1 further comprising failing over the master node to another node on the cluster in response to a failover event on the master node.
9. (Original) The method of Claim 1 wherein the event is an error event.
10. (Original) The method of Claim 1 wherein the event is a dialogue event.
- 11-12. (Cancelled)
13. (Currently amended) The method of Claim [[11]] 59 wherein the event is detected on a node different from the master node.
14. (Currently amended) The method of Claim [[11]] 59 wherein communicating comprises formatting a message code into a message string.
15. (Currently amended) The method of Claim [[11]] 59 wherein storing comprises formatting a message code into a message string.
16. (Cancelled)
17. (Currently amended) The method of Claim [[11]] 59 further comprising failing over the master node to another node on the cluster in response to a failover event on the master node.
18. (Currently amended) The method of Claim [[11]] 59 wherein the event is an error event.
19. (Currently amended) The method of Claim [[11]] 59 wherein the event is a dialogue event.

20. (Cancelled)
21. (Currently amended) The system of Claim [[20]] 58 wherein the event is detected on a node different from the master node.
22. (Currently amended) The system of Claim [[20]] 58 further comprising, on the master node, an object unique to the client for interfacing with the client.
23. (Original) The system of Claim 22 wherein the object is accessible across the cluster.
24. (Currently amended) The system of Claim [[20]] 58 wherein a message code is formatted into a message string for communication to the client.
25. (Currently amended) The system of Claim [[20]] 58 wherein a message code is formatted into a message string for storage on the message list.
26. (Currently amended) The system of Claim [[20]] 58 wherein the message list is structured as a stack.
27. (Currently amended) The system of Claim [[20]] 58 further comprising a fail safe module for failing over the master node to another node on the cluster in response to a failover event on the master node.
28. (Currently amended) The system of Claim [[20]] 58 wherein the event is an error event.
29. (Currently amended) The system of Claim [[20]] 58 wherein the event is a dialogue event.
- 30-31. (Cancelled)
32. (Currently amended) The system of Claim [[30]] 68 wherein the event is detected on a node different from the master node.

33. (Currently amended) The system of Claim [[30]] 68 wherein a message code is formatted into a message string for communication to the client.
34. (Currently amended) The system of Claim [[30]] 68 wherein a message code is formatted into a message string for storage on the message list.
35. (Cancelled)
36. (Currently amended) The system of Claim [[30]] 68 further comprising a fail over module for failing over the master node to another node on the cluster in response to a failover event on the master node.
37. (Currently amended) The system of Claim [[30]] 68 wherein the event is an error event.
38. (Currently amended) The system of Claim [[30]] 68 wherein the event is a dialogue event.
39. (Currently amended) An article of manufacture, comprising  
a computer usable medium;  
a set of program instructions recorded on the medium, including a method for interacting with a client in a distributed computing environment having a plurality of computing nodes interconnected to form a cluster, the method comprising:  
providing means for connecting a client to a master node of the cluster;  
providing means for associating a message list to the client on the master node;  
performing tasks for the client on a plurality of nodes of the cluster;  
providing means for detecting an event while performing one of the tasks;  
using means for storing, storing a message on the message list descriptive of the detected event; and  
using message communication means, communicating the message to the client.

40. (Original) The article of Claim 39 wherein the event is detected on a node different from the master node.
41. (Original) The article of Claim 39 wherein the method further comprises, on the master node, establishing an object unique to the client for interfacing with the client.
42. (Original) The article of Claim 41 wherein the object is accessible across the cluster.
43. (Original) The article of Claim 39 wherein communicating comprises formatting a message code into a message string.
44. (Original) The article of Claim 39 wherein storing comprises formatting a message code into a message string.
45. (Original) The article of Claim 39 wherein the method further comprises structuring the message list as a stack.
46. (Original) The article of Claim 39 wherein the method further comprises failing over the master node to another node on the cluster in response to a failover event on the master node.
47. (Original) The article of Claim 39 wherein the event is an error event.
48. (Original) The article of Claim 39 wherein the event is a dialogue event.
- 49-50. (Cancelled)
51. (Currently amended) The article of Claim ~~[[49]]~~ 65 wherein the event is detected on a node different from the master node.
52. (Currently amended) The article of Claim ~~[[49]]~~ 65 wherein communicating comprises formatting a message code into a message string.

53. (Currently amended) The article of Claim [[49]] 65 wherein storing comprises formatting a message code into a message string.
54. (Cancelled)
55. (Currently amended) The article of Claim [[49]] 65 wherein the method further comprises failing over the master node to another node on the cluster in response to a failover event on the master node.
56. (Currently amended) The article of Claim [[49]] 65 wherein the event is an error event.
57. (Currently amended) The article of Claim [[49]] 65 wherein the event is a dialogue event.
58. (Previously Presented) A system for interacting with a client in a distributed computing environment having a plurality of computing nodes interconnected to form a cluster, the system comprising:
  - means for connecting a client to a master node of the cluster;
  - means for associating a message list to the client on the master node;
  - means for performing tasks for the client on a plurality of nodes of the cluster;
  - means for detecting an event while performing one of the tasks;
  - means for storing a message on the message list descriptive of the detected event;
  - and
  - means for communicating the message to the client.
59. (Previously Presented) A method for interacting with a client in a distributed computing environment having a plurality of computing nodes interconnected to form a cluster, the method comprising:
  - connecting a client to a master node of the cluster;
  - creating a distributed object on the master node to interface with the client;
  - associating a client manager having a message list with the client on the master node, wherein the message list is structured as a stack;

in the client manager, tracking a plurality of contexts for the client, each context having a respective message list;

performing tasks for the client on a plurality of nodes of the cluster;

detecting an event while performing one of the tasks;

storing a message on the message list descriptive of the detected event; and

communicating the message to the client through the distributed object.

60. (Previously Presented) The method of Claim 59 wherein the distributed object is a synchronous call interface.
61. (Previously Presented) The method of Claim 60 wherein the synchronous call interface does not require network semantics.
62. (Cancelled)
63. (Currently amended) The system of Claim [[62]] 68 wherein the distributed object is a synchronous call interface.
64. (Previously Presented) The system of Claim 63 wherein the synchronous call interface does not require network semantics.
65. (Currently amended) An article of manufacture, comprising:
  - a computer usable medium;
  - a set of program instructions recorded on the medium including a method for interacting with a client in a distributed computing environment having a plurality of computing nodes interconnected to form a cluster, the method comprising:
    - providing means for connecting a client to a master node of the cluster;
    - providing means for creating a distributed object on the master node to interface with the client;
    - providing means for associating a client manager having a message list with the client on the master node, wherein the message list is structured as a stack;

in the client manager, providing means for tracking a plurality of contexts for the client, each context having a respective message list;  
 performing tasks for the client on a plurality of nodes of the cluster;  
using means for detecting, detecting an event while performing one of the tasks;  
using means for storing, storing a message on the message list descriptive of the detected event; and  
using message communication means, communicating the message to the client through the distributed object.

66. (Currently amended) The article of Claim [[59]] 65 wherein the distributed object is a synchronous call interface.
67. (Currently amended) The article of Claim [[60]] 66 wherein the synchronous call interface does not require network semantics.
68. (Previously Presented) A system for interacting with a client in a distributed computing environment having a plurality of computing nodes interconnected to form a cluster, the method comprising:
- means for connecting a client to a master node of the cluster;
  - means for creating a distributed object on the master node to interface with the client;
  - means for associating a client manager having a message list with the client on the master node, wherein the message list is structured as a stack;
  - in the client manager, means for tracking a plurality of contexts for the client, each context having a respective message list;
  - means for performing tasks for the client on a plurality of nodes of the cluster;
  - means for detecting an event while performing one of the tasks;
  - means for storing a message on the message list descriptive of the detected event;
- and
- means for communicating the message to the client through the distributed object.